

***Learning Management Systems
and Mobile Delivery:
Seeking Simple Solutions***

Dr John Clayton

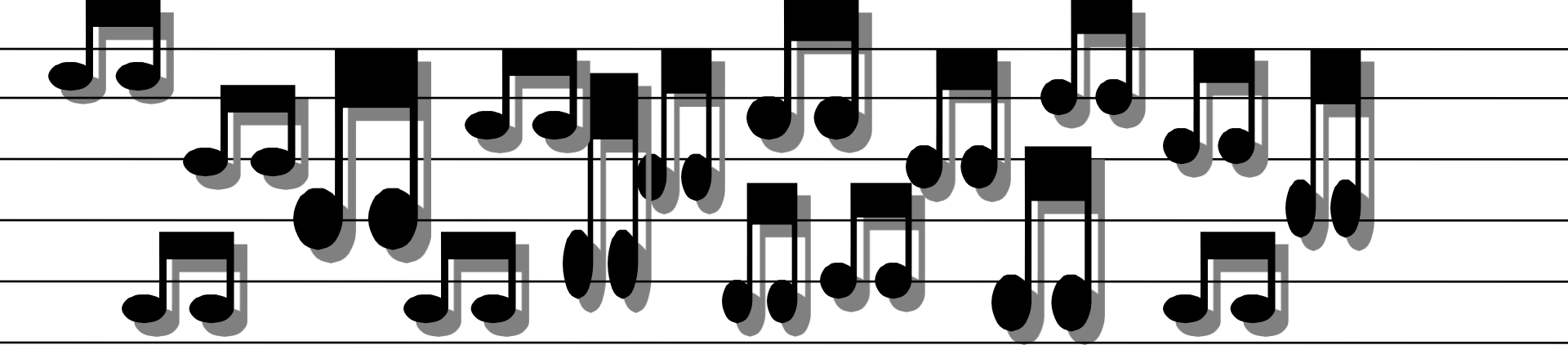




Students and their notebooks at The Missouri School of Journalism

Question ?

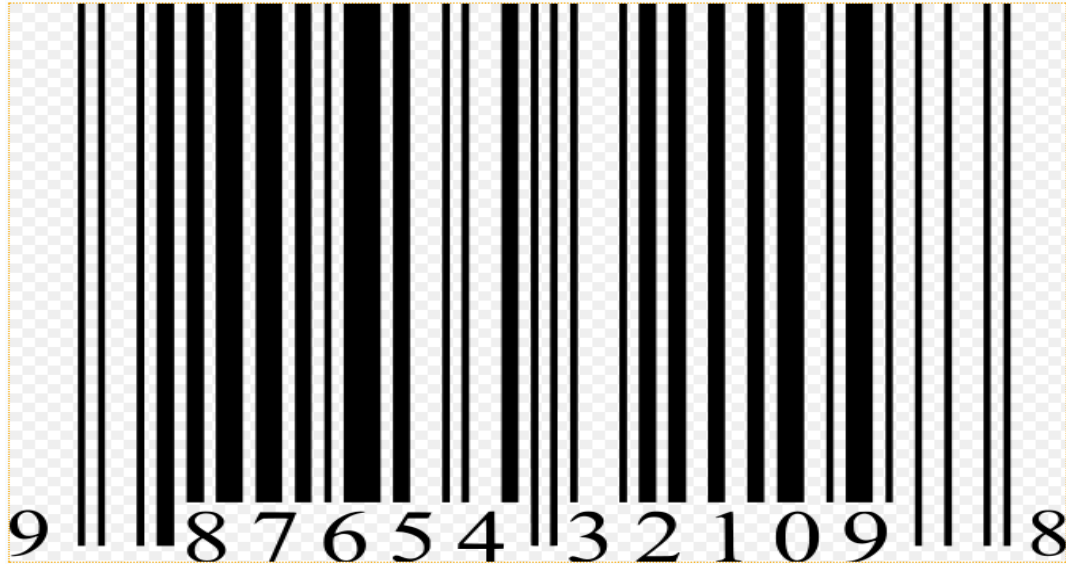
Will m-learning change our
conceptions of teaching & learning?



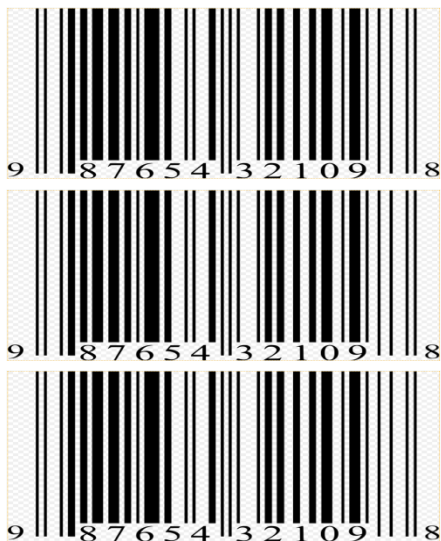
Impact is influenced by the
instrument delivery

Bar Codes

One Dimensional



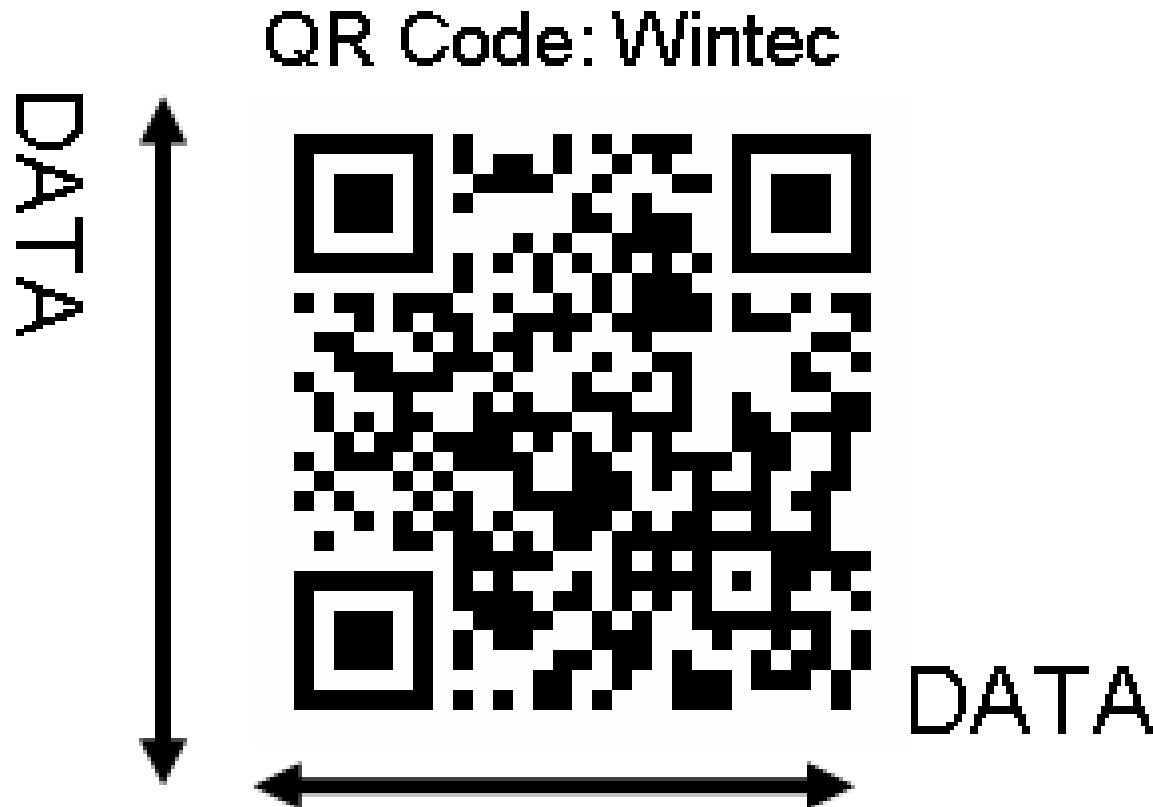
Stacked

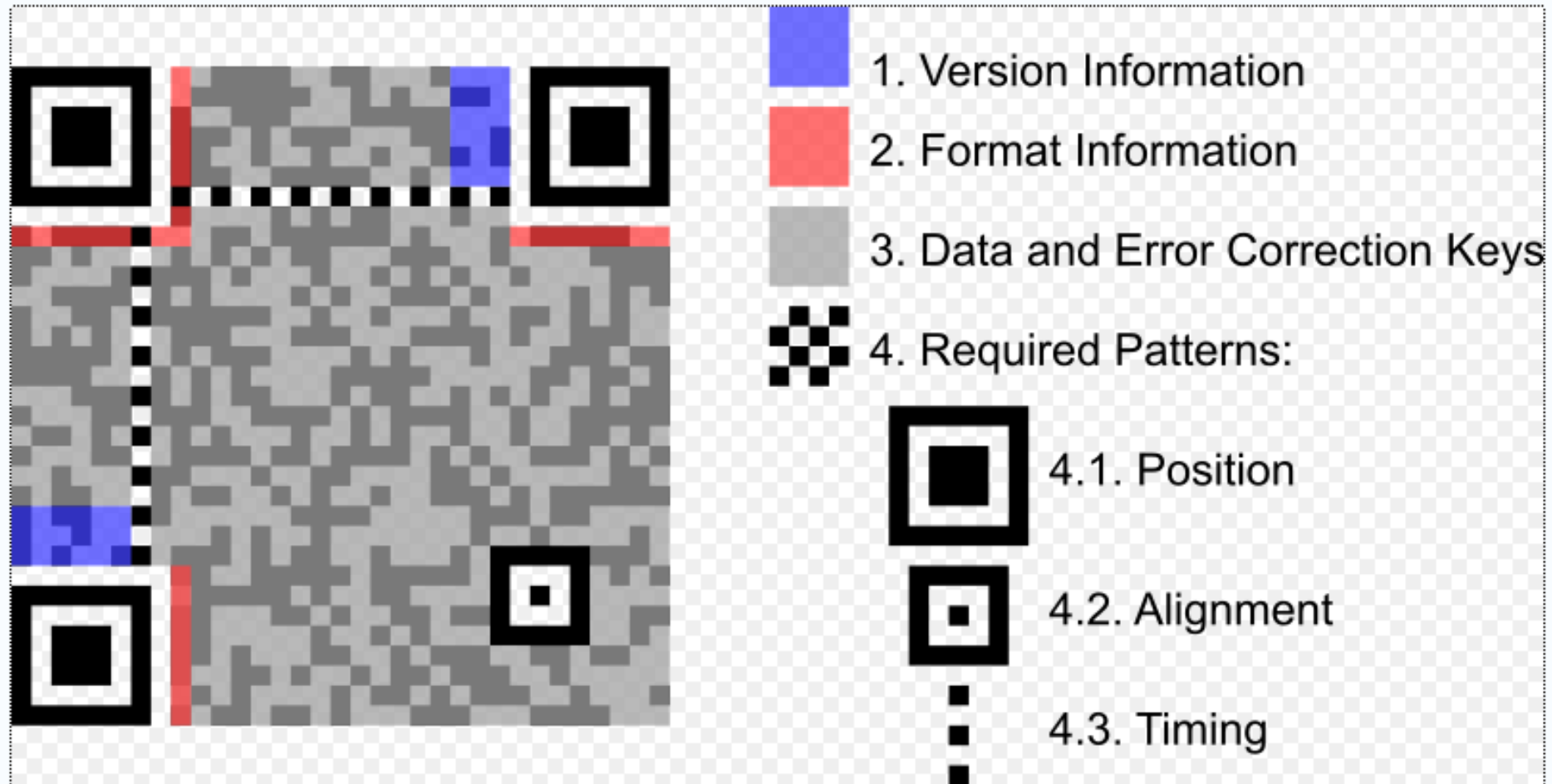


One Dimensional

Two Dimensional

- QR code is presented in both the vertical and horizontal dimension (direction)





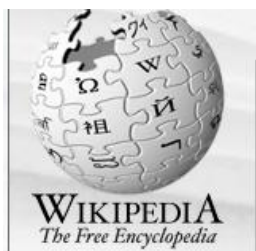
Author

Richard Wheeler (Zephyris). Original uploader was Zephyris at [en.wikipedia](https://en.wikipedia.org/)

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Question ?

How are learning events influenced by Space and Place?

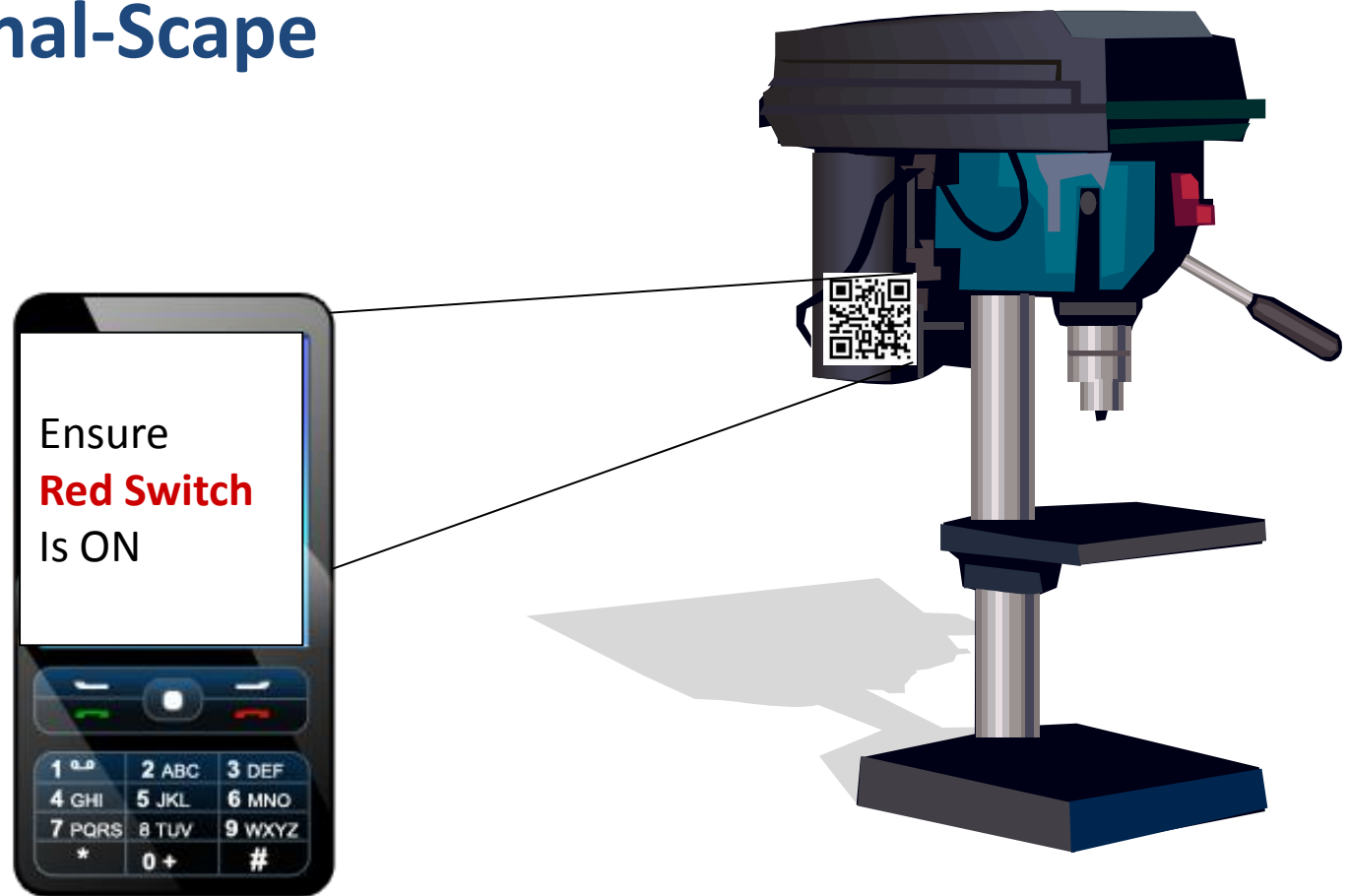
“... Scape”

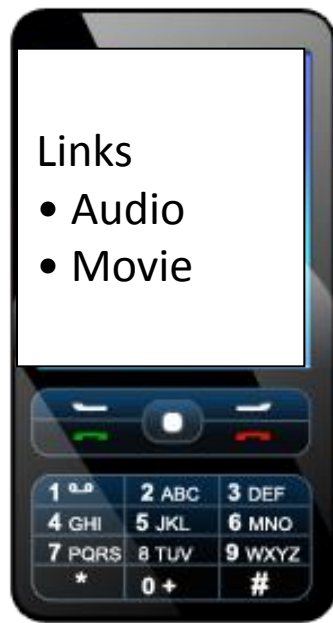
Denotes a representation of a scene or view, as specified by an initial element:

Sea-scape, land-scape, media-scape. ...

... ..

Internal-Scape





External-Scape



In examining the use of e-learning to build workforce capability in small or medium enterprise (SMEs: <100 employees) five Critical Success Factors (CSFs) were identified.

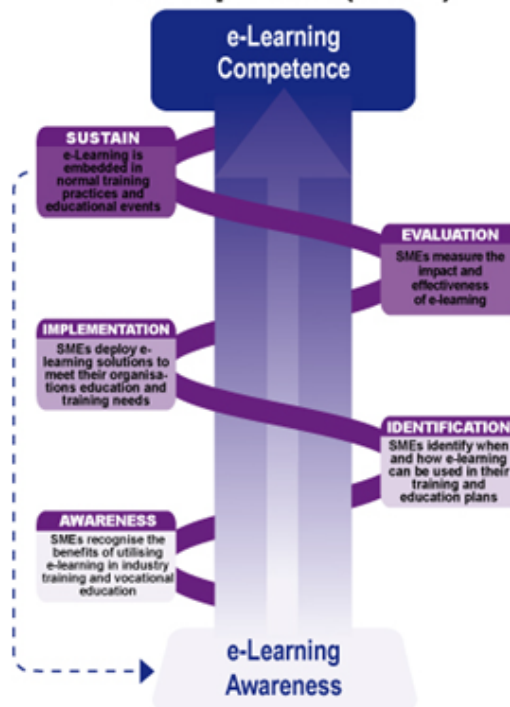
The CSFs include

- **Awareness:** The benefits of e-learning are accepted by senior managers/owners of SMEs.
- **Identification:** Firms are able to clearly identify how e-learning can be successfully incorporated within current training plans.
- **Implementation:** An e-learning training plan is developed and offered to employees.
- **Evaluation:** The impact on the organisation of the e-learning training plan is assessed.
- **Sustainability:** e-learning support is provided to embed e-learning in normal training practices.

It was found those organisations that systematically addressed each CSF effectively and efficiently had introduced e-learning applications in their training programmes.

The CSFs are illustrated here in a graphical format.

E-Learning for Small & Medium Enterprises (SME)



Exercise-Scape

Acknowledgements:

New Zealand Ministry of Education Tertiary e-Learning Research Fund



References

1. Becta (2005) *Research into the use of ICT and e-Learning for work-based learning in the skills sector: Literature review*: British Educational Communications and Technology Agency, Coventry.
2. Clayton, J & Elliott, R (2008) *e-Learning in Industry: New Zealand Case Studies : e-Learning in Industry: Tertiary e-Learning Research Fund*, Wellington Retrieved 17/7/2008 from: <http://ito.e-learning.ac.nz/>
3. Clayton, J & Elliott, R., Saravani, S., Greene, N., & Huntington, N. (2008) *e-Learning in Industry: A Summary of Activities* (pp80): e-Learning in Industry: Tertiary e-Learning Research Fund, Wellington Retrieved 17/7/2008 from: <http://ito.e-learning.ac.nz/>
4. Lain, D. & Aston, J. (2004) *Literature review of evidence on e-Learning in the workplace*: Institute for Employment Studies, Brighton

Relevant and Authentic

By enabling

- Location Generated Content
- Location Based Services

We contextualise the environment to meet learners immediate needs

View of Teaching and Learning

- Tutors engage learners in real-world, authentic situations, promoting concepts of
- Learning by “doing” rather than “listening” and
- Understanding “how to” rather than “about”.

Question ?

Learning Management Systems:
How are they used in your
organisation?

Accomplishment

Assess

Empowered

Participants are competent, confident and capable of using QR/MT.



Ongoing support in QR/MT learning applications provided to learners and tutors.

Capability

Action

Awareness

Australian Flexible Learning Framework news

- Framework to help build e-learning momentum in Asia
- E-learning integral for trades training
- VET E-portfolios Showcase - call for presenters
- e-Gems webconference - Second Life, scenarios, Sloodle and an outbush community
- Toolbox strengthens awareness of Indigenous culture

eLearning Watch

- eLearningWatch December 2009
- eLearningWatch November 2009
- eLearningWatch Oct2009
- eLearningwatch Sept2009
- eLearningWatch August 2009

Going Mobile

The Emerging Technologies Centre has included a functionality, "Mobile Learning Engine", to this site. This functionality allows participants to engage with moodle courses from their phones. A QR code to access ETC - Mobile is provided below.



ETC Moodle Link: <http://etc.elearning.ac.nz/>

ETC Manager: Dr John Clayton

Course categories

- e-Learning & Industry
- Demonstrator Space
- All courses ...

Login

Username
 Password

[Lost password?](#)

Scoop NZ - Education

- Polytechnic purchases international colleges
- Teachers Ramp Up School League Table Debate
- Kindergarten still in demand
- Kids Planet Childcare Open Day - Albany
- NCEA Results In The Post

Link: <http://mobile.elearning.ac.nz/>

Accomplishment

Assess

Enabled

Connections generated by codes are reliable and robust.



Infrastructure facilitates the transfer of information between disparate information platforms and systems to mobile devices.

Context

Action

Awareness

Mobile Learning Engine: MLE



MyMLE - End Users For private persons

MyMLE is for everyone, who wants to use mobile learning for himself. It allows you to create your **own mobile learning content** and to pack it to a mobile phone application, which you can use on your phone.

ENTER



MyMLE is a stand-alone PC application (for Windows and Linux) which is easy to use. The mobile phone application it creates runs on nearly every mobile phone.



MLE-Moodle - End Users For institutions/companies

An **out-of-the-box mobile Learning** system. Which contains everything you need to build a mLearning system. Easy to install and easy to use.

To use MLE-Moodle you need a web-server!

ENTER



MLE-Moodle is a plugin for **Moodle**, which adds mLearning functionality to this open-source eLearning system. The mobile learning area can be accessed with the mobile **phone browser** or with a special mobile **phone application**, which is designed for mobile Learning.



MLE mobile application framework - Developers

The mobile phone learning-application offers a very powerful **mobile application framework** for your own mobile projects. Extending the MLE is very easy due to a plugin-system.

For **developers only!**

ENTER

Link: <http://mle.sourceforge.net/>

Accomplishment

Assess

Engaged

Learners have open access to interactive content at any time from anywhere.



Learners have ready access to the contextualised content they need when they need it.

Content

Action

Awareness

“Virtual-Scape”

My Maps



Create personalised, annotated, customized maps using Google Maps.

Your maps can contain the following:

- Placemarks
- Lines
- Shapes

Once you have created a map, you can:





- Add descriptive text, including rich text and HTML
- Embed photos and videos in your map
- [Share your maps with others](#)

To create or edit maps, you must be signed in to your Google Account. If you do not have an account, [create one now](#).

Creating a Map

Creating a map is easy. Here are the basic steps:

1. Click **My Maps**
2. Click **Create new map**.
3. Add a title and description for your map.
4. Decide whether the map should be **public** or **unlisted**. Public maps are automatically included in Google Maps search.
5. Use the icons in the top left corner of the map. These include:

-  Selection tool. Use this to drag the map and select placemarks, lines and shapes.
-  Placemark tool. Use this to add placemarks.
-  Line tool. Use this to draw lines.
-  Shape tool. Use this to draw shapes.

You can return to your map at any time. Just go to Google Maps and click **My Maps**. Sign in to your Google Account and select the map from your list of maps.

Link: <http://maps.google.co.nz/>

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